Finny the Fish & the Seven Waters™

EVERYONE
E
CONTENT RATED BY ESRB

INSTRUCTION MANUAL

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PlayStation®2 FORMAT DISC:
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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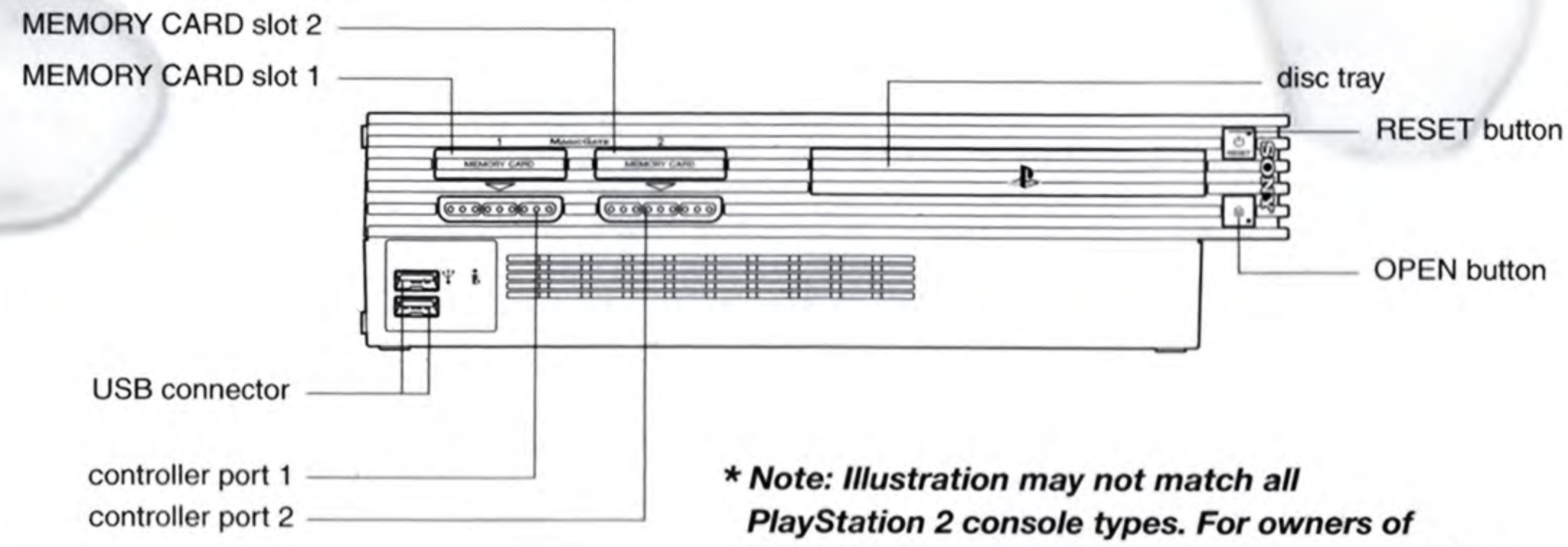
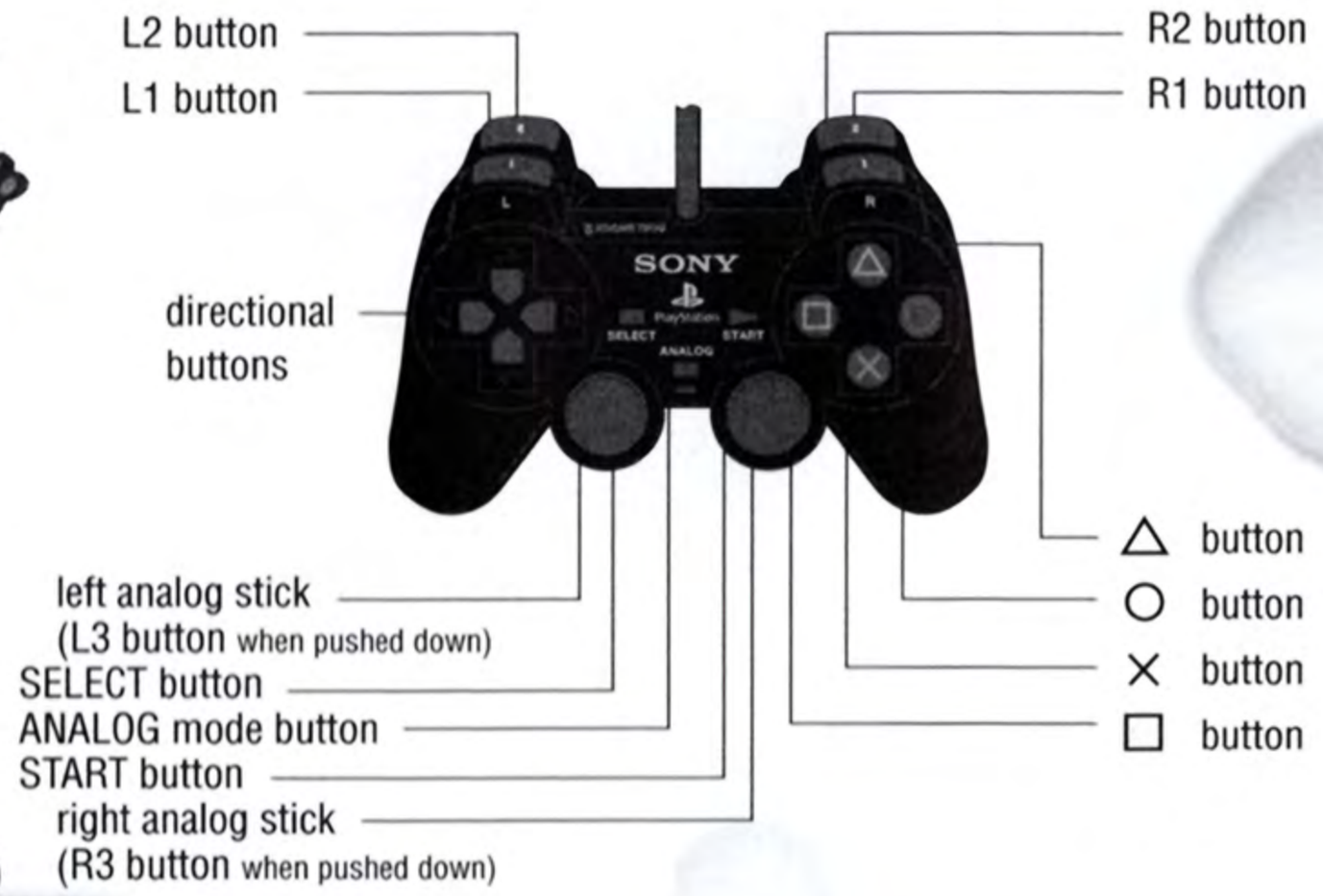
SYSTEM SETUP



**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **FINNY THE FISH & THE SEVEN WATERS**™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

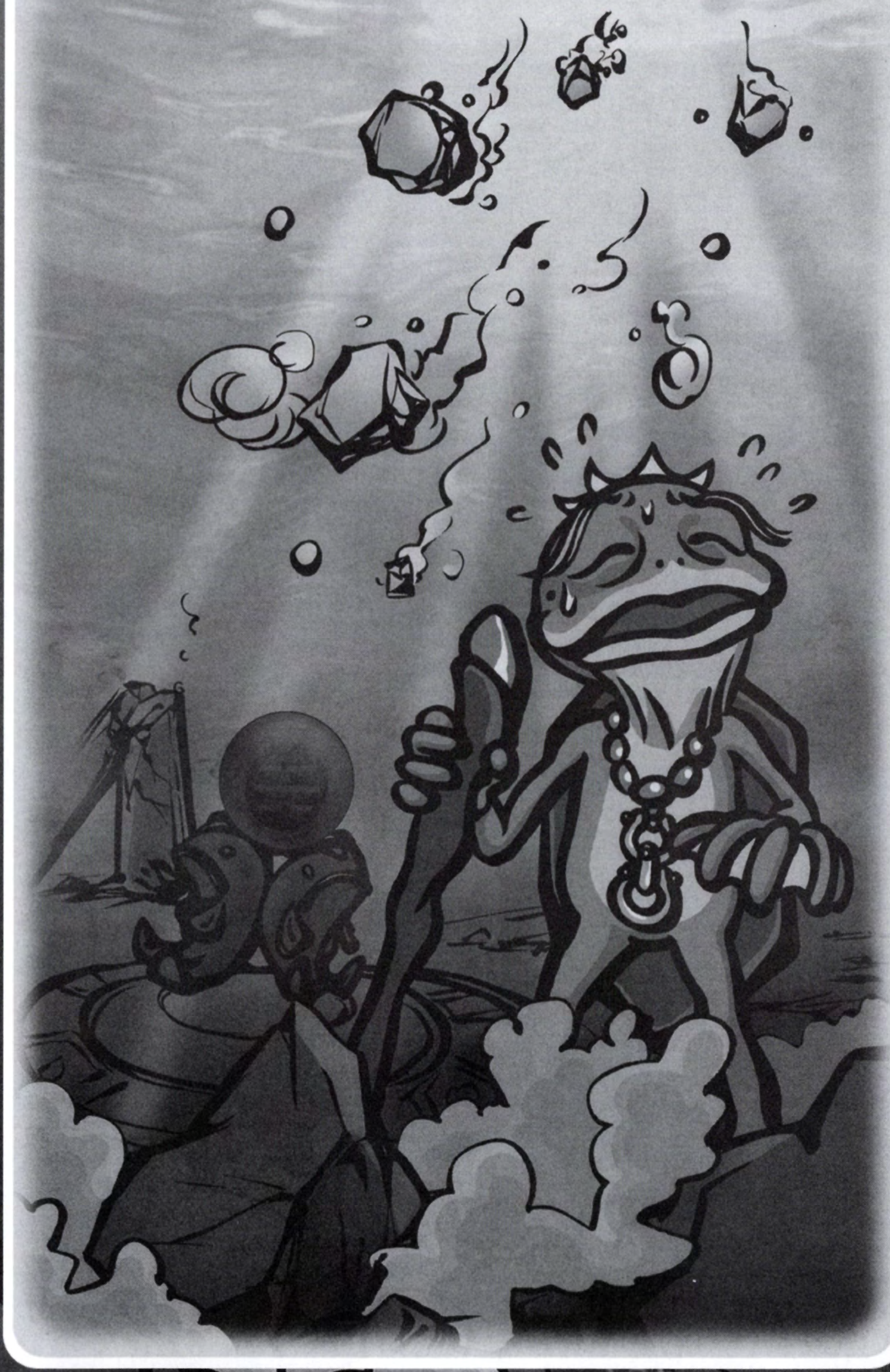
GAME CONTROLS



△ Button	Changes camera view
○ Button	Tail Slap – stuns prey, reveals hidden items and initiates save (Kappa Rock)
× Button	Swims (press repeatedly to swim faster) Jumps (press repeatedly to jump up waterfalls) Opens map on menu screens Displays prey and lure collections on menu screens
□ Button	Bites or starts discussions with other characters
L1 Button	Locks-on to a specific prey or item and targets characters for conversations Scrolls left through inventory and menu screens
L2 Button	Not used
R1 Button	Makes Finny stay still to digest food faster and regain life. Scrolls right through inventory and menu screens.
R2 Button	Not used
Directional Button	Moves Finny in all directions Shakes prey for easier swallowing Moves cursor on menu screens
Left Analog Stick	Functions just like the Direction Buttons. Shakes prey for easier swallowing.
Right Analog Stick	Shakes prey for easier swallowing
START Button	Open and closes menu screens
SELECT Button	Toggles Mini Map on game screen

THE STORY OF FINNY

Any smolt who ever went to school can recite the legend: Countless tides ago the waters rippled as something sinister rumbled beneath the deepest trench. Ancient sea turtles still whisper about the dark shadow that stained the surrounding waters as black as a moonless night. Back then the old Kappa was one of the few who knew the legends and how the Master Statues could save the waters, but he was too elderly to embark on such a difficult quest. That's why he asked Finny, a little fish that no one suspected as the Chosen One. Finny explored the deepest magical waters, helping the Masters and winning their trust. Each Master gave him a Master Statue. Each statue opened a new passage and adventure. Finny found new waters, new creatures and new dangers, but what did he discover when he collected all of the Master Statues? Such secrets are kept by the fearless Masters who carry the magical Kappa Rings. You'll have to live like a fish to find out for yourself.



GETTING STARTED

TITLE SCREEN

Jump in--the water's fine! Press the START button at the title screen to begin your adventure or wait a few moments for a breathtaking game demonstration. You can also continue a saved game file or configure the sounds and controller features at the Option menu.

OPTION

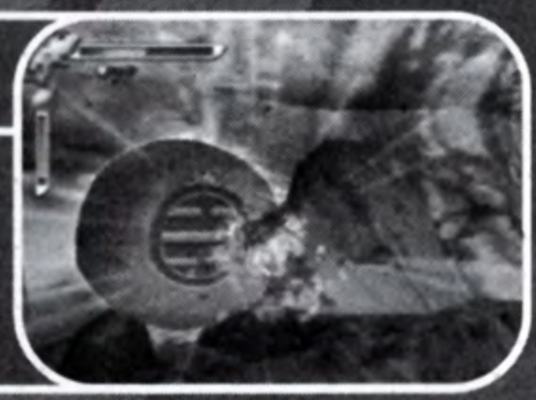
Tweak sound and controller features at the Option menu. "Vibration" temporarily deactivates the vibration function. Choose between stereo or mono sound or turn off the music (BGM). You can also reverse the control stick directions!

NEW GAME

When you're ready to begin a new adventure choose the "Start" option on the title screen. Unless you want to review Kappa's instructions, you'll only need to choose the "Start" option once. After you save your game you always want to select the "Continue" command to begin where you last left off.

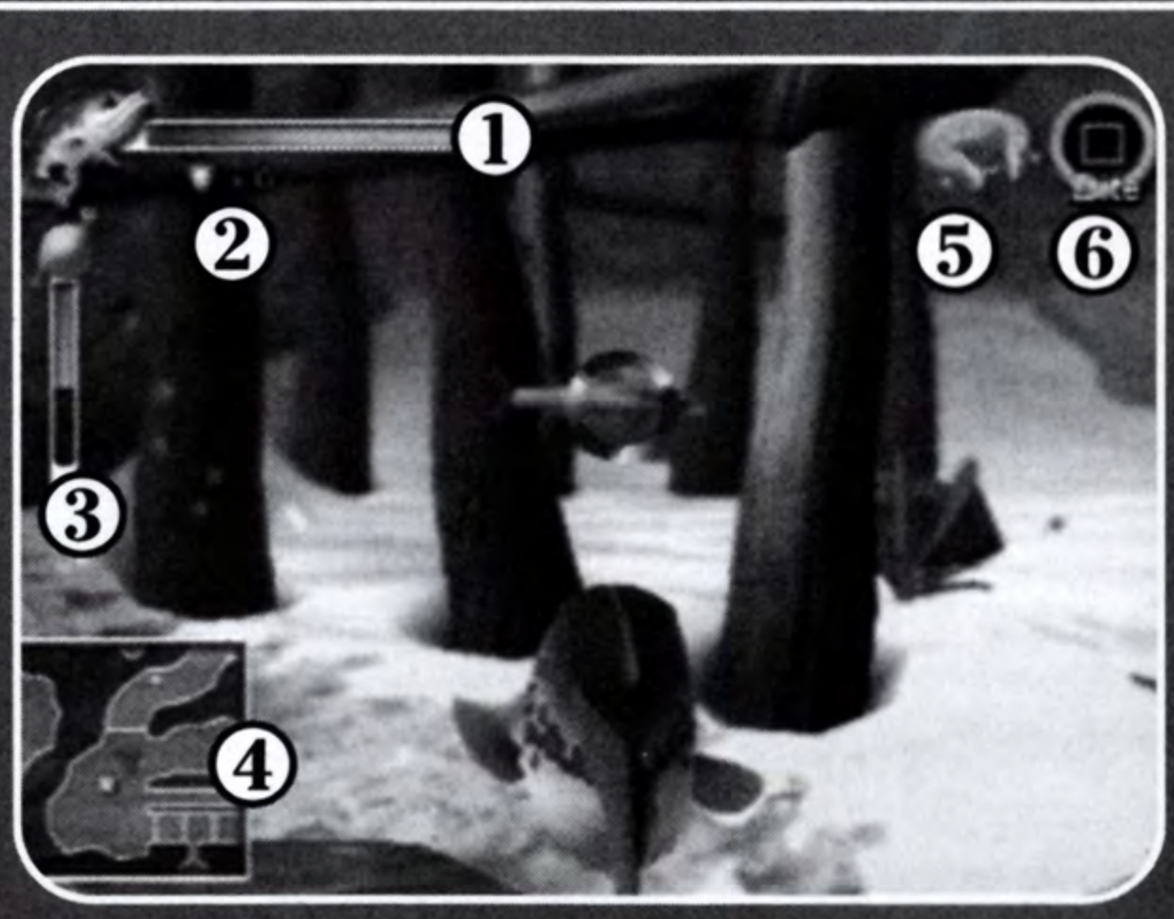
WHAT ABOUT SAVING MY GAME?

Look around for the glowing red globes called Kappa Rocks. Slap the Kappa Rocks with your tail to activate the save menu. You can save progress in several files.



IN-GAME OVERVIEW

GAME SCREEN



❶ Life Meter

The life meter shows Finny's life energy. If it runs out, the game ends. Fill up your tummy gauge and replenish the life meter to keep the game going.

❷ Shield Bonuses

Look around and you'll find special shields that increase your hearing, defense and life to make your quest easier.

❸ Tummy Gauge

A full Finny is a healthy and happy fish. An empty tummy gauge will wear down your life meter. Eat prey to keep it full.

❹ Mini Map

The mini map in the corner gives a small view of your immediate surroundings. Pause the game to view a bigger map.

❺ Items

This shows the item in your inventory. You can hold one item. If you pick up another item, you'll drop the first item.

❻ Special Command

If you hold the L1 button while hunting for prey or carrying an item, you may see a special command for a specific task.

TRICKY TASKS

You don't have to be a beginner bass to end up stumped by weighty nuggets, locked gates and curious contraptions. Search around as you press the L1 button and you'll probably spot a special ability option.

FINNY'S ABILITIES

SWIMMING

Press the X button to swim. If you press repeatedly you'll swim faster. Besides speeding up your progress as you explore the game, swimming fast can help you catch the fish and smaller prey that would otherwise get away. The faster you go, the quicker you'll use up the food stored in your tummy!

JUMPING

Pressing the X button underwater will make you swim, but you can use it near the surface to leap out of the water. Use the left analog stick to point your nose toward the surface, then press the X button to jump. Press it repeatedly to leap higher into the air!

In certain places you'll need to jump repeatedly to climb up steep streams and waterfalls. Jump timing is more important than exact aim.

Triple-jumps will help you clear high hurdles above the surface. Press the X button at the height of each jump to go a little higher.

TARGETING

Targeting your prey and other items can help you hunt, especially if frothy water prevents you from seeing your target clearly. It can also help you chase strong prey that must be stunned before eating.

GET SLAP-HAPPY

Press the ○ button to slap with your tail. Your tail can temporarily stun prey or uncover hidden surprises beneath garbage and other sunken features.

A PUSHOVER?

Sometimes you can lock onto ordinary looking items with the L1 button. If the object is small or barely balanced, try pushing by swimming up to it and pressing against it while repeatedly tapping the X button.

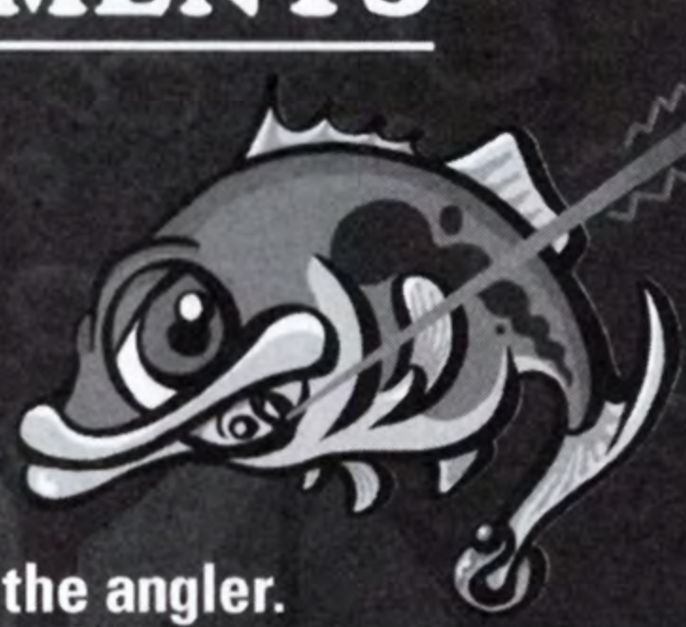
FINE DINING SKILLS

Whatever you see you can probably eat--even if it's bigger than you. First lock on to your target by pressing the L1 button. As you get closer to your prey the target will change from blue to purple and finally to red. Press the □ button to see if you can eat it in one gulp.

Big food is hard to swallow but can quickly fill your tummy. When digested, food increases your life bar. Press the □ button when you see the "Bite" option. Wiggle the left/right analog stick or the directional buttons to shake and weaken your prey. You can also use your tail slap to wear down a stronger fish. Dine when you see the "Eat" option.

BREAK OFF ENGAGEMENTS

Sometimes what looks like a tasty meal is actually a deceptive lure! Look closely and you can spot lures before you bite, but sooner or later you'll be fooled. When you're hooked you have a couple of options: You can snap a weak line by swimming away from the angler.



You can also use your tail slap against a red straining line to break off. Some lines are too tough to break, so you'll need to jump and shake a lure out of your mouth by pressing the □ button. Lures that you shake loose will not be added to your lure collection.

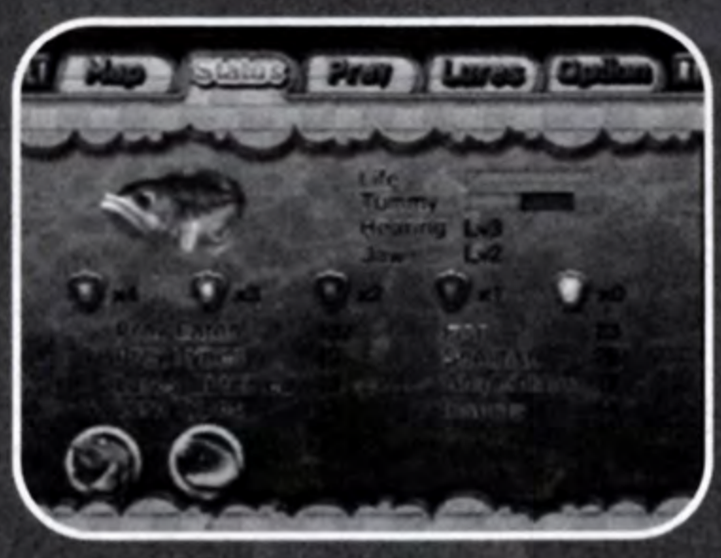
FINNY'S INVENTORY

MAP

When you pause your game by pressing the START button you'll see a stage Map showing all of the areas you have explored beyond Floating Island. Press left or right with the directional buttons to review other stages you have found in the game. You can also press the X button to see the World Map for all the stages you have visited in the game so far.

STATUS

Press the R1 button at the stage Map screen to access your Status menu. Besides showing you your life and tummy gauges, this menu tracks your hearing and jaw levels, tallies your shields and tells how many prey and lures were caught. Your prey score is divided between fish, shellfish, amphibians and insects, but you can find more details by pressing the R1 button.



PREY

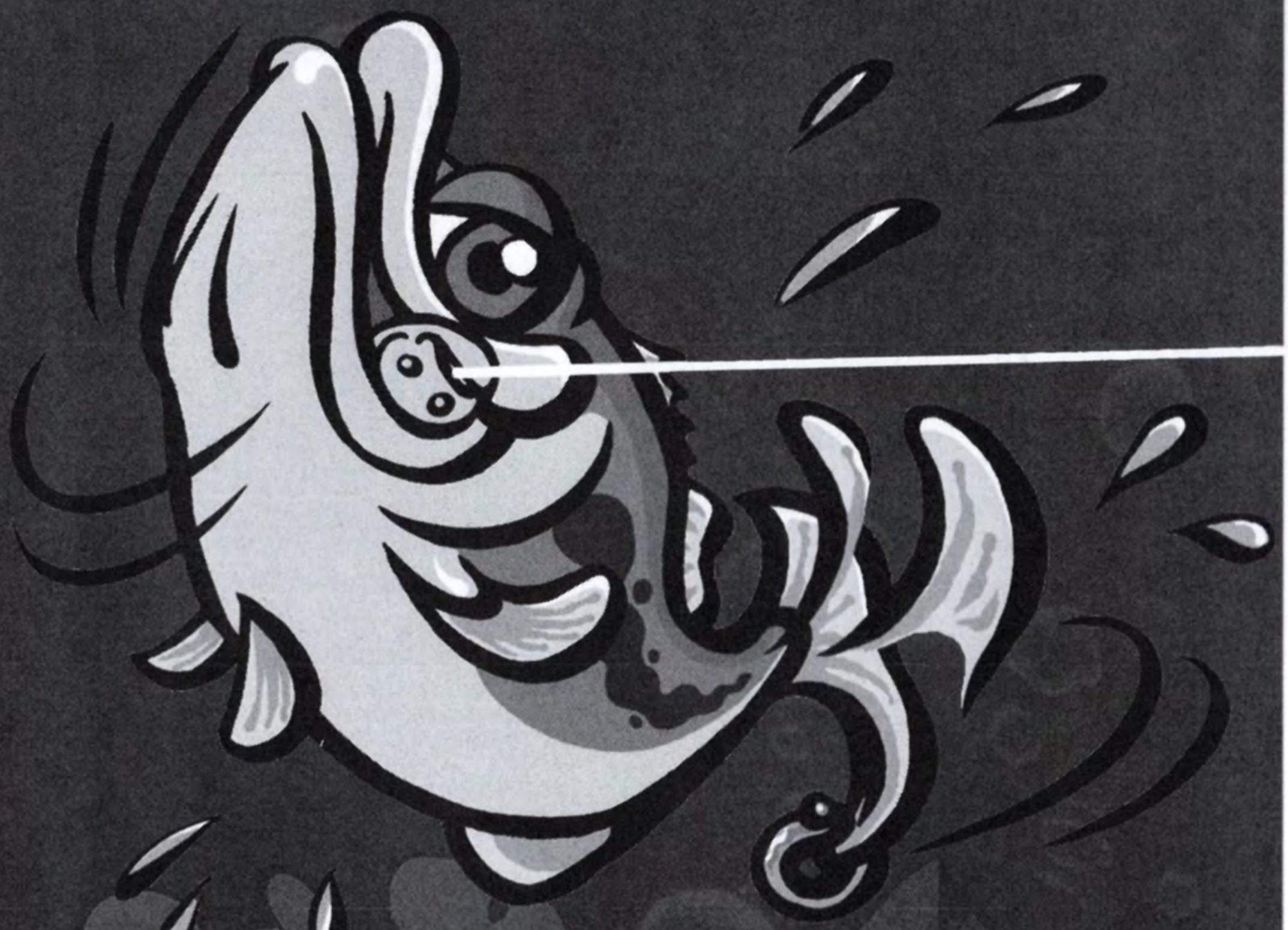
The Prey menu breaks down every fish, insect, shellfish and amphibian you caught in a stage. Push down on the directional button to scroll down this extensive list. Pressing left or right with the directional buttons will switch to the catch lists in other stages. Highlight one of the prey names and press the X button to learn about each aquatic creature.

LURES

Press the R1 button on the Prey menu to review the list of lures you caught in the game. Press left or right with the directional buttons to switch between manufacturers. If you shook off a lure while jumping, you'll only see the name of the lure. If you broke the line and snared the lure, you'll see the lure picture, specifications and favorite angling strategies.

OPTIONS

Press the R1 button at the Lures menu to access the Option menu. This is the same menu you access at the Title screen. You can use it to quit if you're ever stuck.



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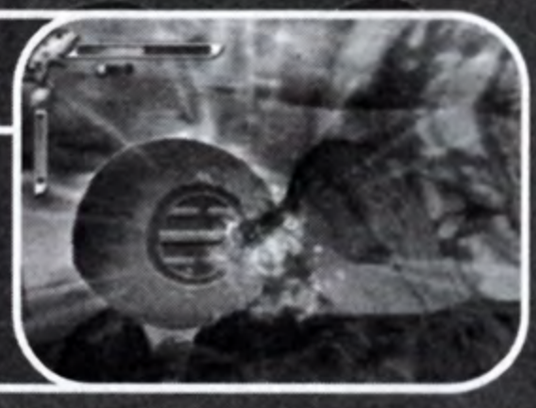


THINGS TO REMEMBER

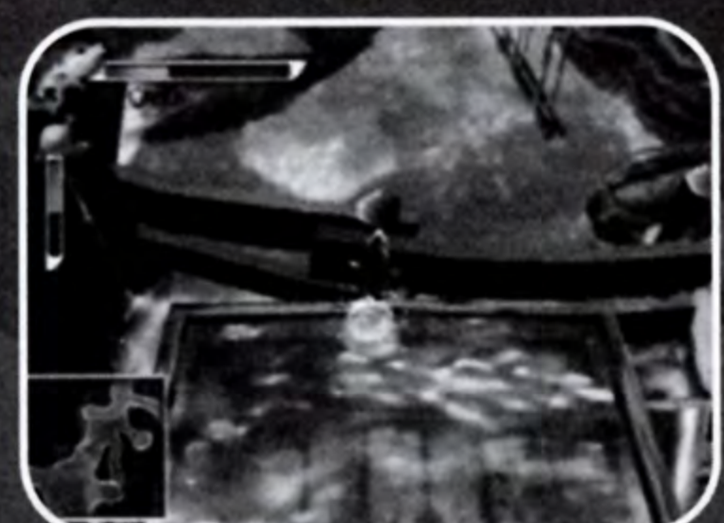
EAT OR BE EATEN

Depending on your jaw level and life bar, you can serve up the meanest critters in the game on a Finny-sized plate. Even the vicious Northern Snakehead in Home Waters isn't safe, especially if you raise your jaw level. You'll fill your stomach fast if you identify the food with the highest nutritional value on the Prey menu--make it your main course.

HIDDEN MEALS

Just because you don't see anything floating or swimming doesn't mean that some places and spaces in certain stages don't deliver to underwater diners. Hold the L1 button to look for a target or use your tail slap repeatedly on submerged garbage and cans. Persistent snooping and slapping can sometimes lead to finding the tastiest catch of the day.

MAPS REVEAL SECRETS



Knowing where to jump can be just as important as knowing when. Sometimes it's tough to see everything through a fisheye lens, so use your mini map and Map screen menu to chart potential new territory, especially in the tricky advanced stages. By plotting and planning you'll find hidden places and you'll never feel like a fish out of water.

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